

An Urban Brawl LAST BRONX™



Master the art of
fighting in new weapons-
based combat



Awesome
hi-resolution
graphics



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SEGA®



SEGA SATURN

81065



"Finally — a movie game that is
worthy of its license!" *Game Players*





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The Lost World: Jurassic Park

Getting Started

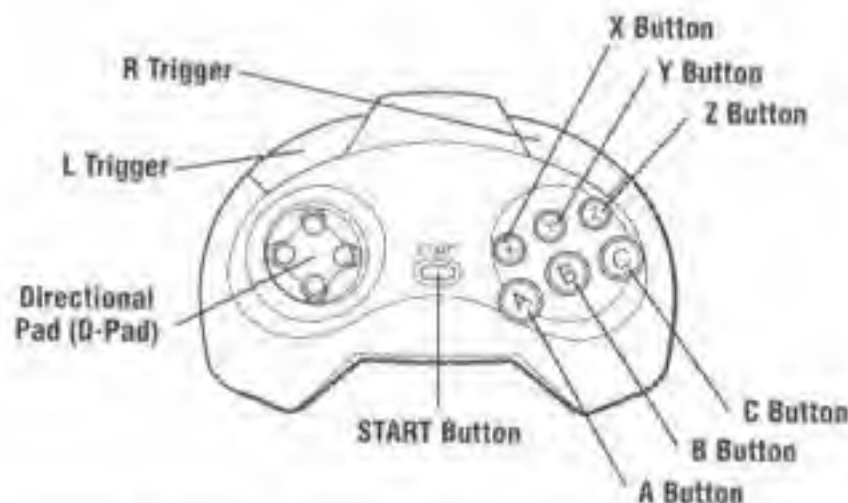
1. Set up your Sega Saturn System™ as described in its instruction manual.
2. Make sure the power is off, then insert The Lost World: Jurassic Park™ disc, label side up, into the well of the CD tray and then close the lid.
3. Turn the power on. In a few moments the title screen will appear.
4. Press the START Button on the Saturn Control Pad to advance past the title screen, followed by the start/options screen, and begin play.
5. If the title screen does not appear, turn the power switch off. Make sure your system is set up correctly and the CD is firmly inserted into the CD tray. Then turn the power switch back on.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



Controls

This manual refers to the following directions:



Throughout the game you play as five different characters - a T-Rex, a Compy, a Raptor, a human hunter and a human scientist.

The following are the control descriptions for each character:

Controls - Compy/Raptor

START	Pause game
D-Pad LEFT/RIGHT	Move LEFT or RIGHT
D-Pad UP/DOWN	Look up/Down
A BUTTON	Lunging Attack/Leaping attack while running (Raptor only)
B BUTTON	Bite
C BUTTON	Jump
X BUTTON	No Function
Y BUTTON	Retreat/Escape
Z BUTTON	Roar (Raptor only)
L TRIGGER	No Function
R TRIGGER	Devour a fresh kill

Controls - Hunter/Scientist

START	Pause game
D-Pad LEFT/RIGHT	Aim Weapons in any direction
D-Pad UP/DOWN	Look up/Crouch
A BUTTON	Fire Flap Gun
B BUTTON	Fire Weapons
C BUTTON	Jump
X BUTTON	No Function
Y BUTTON	Retreat/Evade
Z BUTTON	Select Weapon
L TRIGGER	No Function
R TRIGGER	Select Weapon

Controls - T Rex

START	Pause game
D-Pad LEFT/RIGHT	Move LEFT or RIGHT
D-Pad UP/DOWN	Look up/Crouch
A BUTTON	Lunge attack
B BUTTON	Chomp
C BUTTON	Jump
X BUTTON	No Function
Y BUTTON	Retreat/Head-butt while moving
Z BUTTON	Roar
L TRIGGER	No Function
R TRIGGER	Roar

Welcome to the Lost World™

120 million years of evolution converge in the greatest Jurassic Park adventure ever - and you're trapped right in the middle!

Get ready to take back Site B using five deadly carnivores from opposite ends of Earth's evolutionary history. From a T. Rex to a Compy, a human hunter to a Raptor - and ultimately a human scientist - you must work your way up the food chain while battling over 12 voracious dinosaur species and an army of human poachers.

But if you're going to survive, you'll need all the animal instinct and cunning wit you can muster. Not to mention enough firepower to blast these genetic monstrosities back to extinction.

Five characters. One Island. Just you...enjoy your stay!

Main Game Menu



To make a selection in the Main Game Menu, press the D-Pad UP or DOWN to select, then press the O Button to make your selection.

From the Main Game Menu you can make the following selections:

Start

Begin play.

Password

Here you can access special hidden features by entering a password. (See next page for details.)

Options

Adjust the game settings to your preference.
(See page below for details.)

Options Menu

To make a selection in the Game Options Menu, press the D-Pad UP or DOWN, then press the D-Pad LEFT or RIGHT to make your selection. Here you can configure the following game settings to your liking:

Select Stage

Continue your game from any completed stage.

Difficulty

Select play mode between Easy, Normal or Hard.

Mono/Stereo

Play in mono or stereo sound.

Sound Effects

Turn the sound effects off, soft, normal or loud.

Music

Turn the background music off, soft, normal or loud.

Exit

Return to the Main Game Menu.

Entering Your Password



You will receive a password after you successfully complete certain portions of the game.

Be sure to write that password down for later use. They can be used to unlock hidden special features.

To activate a password, access the Password Screen from the Main Game Menu. The first slot in the DNA password diagram contains cycling symbols. Press the symbol that corresponds to the first slot in your password. The symbol will appear in that slot. Repeat until you have entered your entire password.

Main Game Screen

Health
meter



Instinct gauge/
Ammo count

Health Meter

Displays your current health status. As you lose health, the bar will decrease and change from green to red.

Current Weapon/Ammo Count (Human Character)

Indicates the type of weapon you currently possess along with the amount of ammo for that particular weapon.

Instinct Gauge (Dinosaur Character)

Shows you how much power your dinosaur has to attack with. As you gain instinct, the eye will transition from green to red, indicating you are more powerful.



Weapons

Human Hunter/Scientist

You have seven different types of weaponry in your arsenal, most of which you must collect. The following is a description of each weapon.



Tranquilizer Darts

Your standard veterinary grade darts. Effective long enough for you to find a better weapon.



Rapid Fire Tracer Ammo

These quick-firing phosphate-coated bullets kill and allow you to fire much faster than the standard tranquilizer darts.



Time Delay Grenade

This self-propelled explosive comes complete with a short automatic timer - providing you with ample time to flee from the ensuing chaos.



Nerve Gas

This cany emits a fast-acting toxic cloud of deadly BMD-2 gas capable of making short work of humans and dinosaurs.



Rocket Propelled Grenade

This bad boy is extremely powerful with a high velocity capability that leaves the enemy with little time for escape.



Flame Thrower Fuel

Provides a steady stream of napalm no dinosaur can survive.



Emergency Rescue Flare

Ideal for distracting bipedal carnivores in times of emergency.



WEAPON ICONS

Powerup: All Characters

The following are the various Powerups you can collect in each level:



Partial Health Boost

Replenishes your health by 25%.



1-UP

Awards you with one extra life.



Full Health

Restores your health to 100%.



DNA Key

Collect every DNA key to automatically decode and play the sequence at the end of the level. Collect every strand to automatically decode and play a secret end sequence after winning the game.

Powerup: Rex/Compy/Raptor

The following are the various Powerups you can collect in each level:



Partial Instinct Boost

Restores your instinct by 100%.



1-UP

Awards you with one extra life.



Full Instinct

Replenishes your instinct to 25%.



DNA Key

Collect every DNA key to automatically decode and play the sequence at the end of the level. Collect every strand to automatically decode and play a secret end sequence after winning the game.

Character Information

The following is a list of the different characters you will be playing:



■ Compy (Compsognathus) ■ ■ ■

Name: Elegant Claw

Size: 40 inches long

Weight: 7 lbs

Period: 145-155 million years old, late Jurassic

Location: Bavaria, Germany, France

Diet: Small vertebrates and insects



Hunter (Homo Sapien)

Size: 6'4"

Weight: 210 lbs

Period: 33,000 years ago to present

Location: North America, South America, Europe, Asia, Australia, Africa

Diet: Omnivore

Velociraptor



Name: Swift Robber

Size: 8 ft. long

Period: 80-85 million years old, late Cretaceous

Location: Mongolia, China, possibly Russia

Diet: Fresh meat





■ ■ T. Rex (Tyrannosaurus Rex) ■ ■ ■

Name: Ruler Lizard

Size: 40 ft. long

Weight: 7 tons

Period: 65-68 million years old, late Cretaceous

Location: Montana, Wyoming, Colorado, New Mexico, South Dakota, Western Canada and possibly China

Diet: Meat

Human Scientist (Homo Sapien) ■ ■

Size: 5'9"

Weight: 125 lbs

Period: 35,000 years ago to present

Location: North America, South America, Europe, Asia, Australia, Africa

Diet: Omnivore



Levels

Your mission is to take back the island from the dinosaurs—using five different characters in 30 levels. Prepare to use your strategy skills, weapons prowess, and raw animal instinct to survive. Good luck!

Below are the level names in the order they appear. In each, there are multiple levels.

COMPSOGNATHUS (9 Levels)

You begin your adventure as a Compy, where you'll face all the trials that come from being the smallest of all your dinosaur cousins. Your task is to make your way through The Lost World™—without being ever stopped or swallowed. Be sure to collect all the Insider Powerups as they will come in handy while battling Dromaeus, dodging raging Leptoceratops, jumping poisonous ferns, swimming with giant alligators and contending with a very sleepy yet deadly Camarasaurus.

HUMAN HUNTER (6 Levels)

Grab your flamethrower and send these dinosaurs back to extinction. Prepare for war as you will encounter countless Raptor packs in your quest to reclaim the Site B Complex. It's an underground hell! Watch for plenty of health and weapon Powerups as you encounter the deadly attacks of Pachycephalosaurus, ferocious Baryonyx and more snarling Raptors than you can shake a flamethrower at.

VELOCIRAPTOR (6 Levels)

Now it's time to wreak havoc as the most wicked supporting member ever to make a movie screen (or game screen). Begin by demolishing the InGen Complex (and the hunters, of course), then set out for the burning forest in hot pursuit of freedom. Beware of falling trees and molten lava.

TYRANNOSAURUS (7 Levels)

Get ready to play Big Mania as you roam the jungle as the most feared dinosaur ever. But you've got some big competition as Stagosaurus, Raptors, pesky humans, electric fences and scalding sulfur pools are all there to send you back for another 120 million years. And just in case you get hungry, there are plenty of human hunters to chew on. Bon Appetit!

HUMAN PREY (3 Levels)

It's just you and the big boys now. Escape is at the top of your To Do List. Better have all your weapons loaded and ready to go because you never know what horrifying meat eaters may come out and grab you. Make your way through scavenged campsites, the lonely cemetery, and eventually to the abandoned barge, where it seems a few of your old friends have come along for the ride.

Dinosaur Information

Allosaurus

The best-known large carnivore of the Late Jurassic period, Allosaurus was a powerful flesh-eater boasting more than seventy 3-inch-long teeth. Hinged jaws and a movable joint in the skull allowed it to wolf down enormous hunks of meat. Allosaurus was 30-40 feet long and lived in North America 155-145 million years ago.



Baryonyx

Nicknamed "claws," Baryonyx was an unusually large meat-eater. Perhaps its most distinctive characteristics were its long crocodile-like snout with many teeth and its enormous talons, nearly one foot long. Baryonyx was 30 feet long and lived in England 125 million years ago.

Brachiosaurus

The gentle-tempered Brachiosaurus, standing up to 52 feet high, is one of the best known of all the giant sauropod browsers. Specimens found in Colorado and Tanzania tell us that Brachiosaurus was 82 feet long and lived on a diet of plants during the Late Jurassic period 156–145 million years ago.



Carnotaurus

This bizarre-looking meat-eater had quite a large skull with a deep, narrow snout and a pair of prominent horns above the eyes. It also had remarkably stubby forelimbs and made use of stereoscopic vision. Carnotaurus was 25 feet long and lived in Patagonia and Argentina during the middle to late Cretaceous, 113–91 million years ago.



Dimorphodon

This flying reptile, or pterosaur, had a long tail and an unusually large head. Paleontologists argue whether this pterosaur ever spent much time in the air. It may have been better suited for waddling along the ground or for clinging like a bat to cliff tops and branches. Dimorphodon had a wing span of 4 feet and lived in England 200–145 million years ago.



Deinonychus

Deinonychus was a relatively small meat-eater, perhaps weighing less than 200 pounds. Its name, "terrible claw," refers to a deadly, 5-inch, sickle-shaped claw on the second toe. The claws were retractable and perfectly designed for seizing and killing prey at high speeds. Deinonychus was 10 feet long, 3.5 feet high and lived in Montana and Wyoming 113–93 million years ago.



Euoplocephalus

The best-known of all the armored dinosaurs, Euoplocephalus is covered from head to tail with bony plates. Its most distinctive feature, a tail club made of four fused bony growths, was possibly used as a weapon. Euoplocephalus was 17 feet long and 6 feet wide, fed on soft vegetation, and lived in Alberta 76–70 million years ago.



Leptoceratops

Leptoceratops, a small horned dinosaur, is the most primitive known protoceratopsid, yet its remains date from near the close of dinosaur time. It seems to be an ancestor that coexisted with its descendants. Leptoceratops was 72 inches long and 29 inches high, and it fed on plants 68–65 million years ago.





Orodromeus

Orodromeus, or "mountain runner," was among the earliest of all hypsophodonts. It was a primitive plant-eater that walked on its hind legs. Orodromeus was about 1 foot long and ate plants and insects 77–75 million years ago.



Pachycephalosaurus

Pachycephalosaurus was the largest and most advanced of the cone-heads, or pachycephalosaurs. The bony spikes on its snout may have been used for digging and its thick skull may have been used in head-butting contests between rival males. "Thick head lizard" was 15 feet long and lived in North America 68–65 million years ago.

Parasuchus

This ancient reptile prowled freshwater swamps at the same time as the earliest dinosaurs. Shaped like primitive crocodiles, this reptile (a meat-eater) was a larger hunter than many of the carnivorous dinosaurs of the time. Parasuchus was 12 feet long and lived in North America 220–200 million years ago.



Staurikosaurus

This very primitive carnivore was one of the earliest of all dinosaurs. It ran on two legs, and its size and build suggest that it was a swift runner. Staurikosaurus was about 5 feet long and lived in Brazil and Argentina 231–225 million years ago.

Stegosaurus

The stegosaurid dinosaurs were a nearly worldwide group of plated, spiked plant-eaters that thrived in the Late Jurassic Period and beyond. All of these were four-legged, short-headed, and heavy limbed, but the Stegosaurus had the identifiable features of an army of thin, vertically-oriented plates along its back and four tall spikes at the end of its tail. Stegosaurus was 25 feet long and lived in North America 155–145 million years ago.



Triceratops

The three-horned plant-eater Triceratops is the largest, most common, and best known of the horned dinosaurs. The brow horns could have been as long as 3 feet and were backed up by an enormous frill that measured 7 feet wide. Using its bulk and

horns, it may have charged predators like its contemporary, Tyrannosaurus, in the same manner as an enraged rhinoceros. Triceratops was 25 feet long and lived in North America and Canada 68–65 million years ago.

Sega of America, Inc. Credits

Senior Producer:

Steve Hutchins

Associate Producer:

Michael S. Jablon

Product Managers:

Kristin McCloskey, Teresa Russell

Lead Tester:

Mike Dobbins

Assistant Lead Testers:

Jeff Junio, Paulita Vitallaya

Testers:

Amy Albertson, Tony Bortia, Karen Brown, Mike Callanan, Howard Gipson, Lloyd Kincshilla, Dennis Lee, Chris Lurich, Tony Lynch, Marcus Montgomery, Matt Underwood, Fernando Valderrama

Manual:

Curtis Clarkson, Richard Verdon

Package Illustration:

Hamagami/Carroll

Special Thanks:

Bernie Stolar, Shun Uemura, Julie Nybo, Geraldine Dessimoz, Indyne Statton, Mark Subotnick, Marc Dittet, Steve Booth and Connie Brammer at MCA, Barbara Richie, Peter Hirschman, the SEEDY Crew, Mike and the AM#3 Coin Op team, Stan Weston Studios, Jeff Nuzzi, Mike Gargney, and Marry

Appaloosa Interactive Credits

Project Manager:

Tassonyi Kadosa

Programmers:

Mako Balázs, Júlász Tamás, Kisida Gábor, Székely Tibor, Tassonyi Kadosa

Graphic Artists:

Márkó Gábor, Orbán Nándor, Nagy Zoltán, Szamel Endre

Tester:

Sándor Mezei

Saturn Sound Effects:

Molnár Dörner László

Appaloosa Producer:

Jason Friedman

Appaloosa Special Thanks to:

Gulyás Roland, Rátkai Kornél, Andras Császár, Stephen Friedman, Györfi Zoltán, Brudnyák Mishi, Szentesi József, Ol'Pui Liza Iren